Credits

THE EIDOLON was created by the Lucasfilm Games Division.

Project Leader, Game Design and Programming:
Charlie Kellner
Graphic Design, Storyboards and Animation
Art: Gary Winnick
Sound Effects and Disk Programming:
Douglas Crockford
Music: Charlie Kellner and David Levine
Graphic Efffects and Commodore 64
Conversion: Kevin Furry
Manual Design: Husted/Glasson Design
Writer: Peter Jaret
Art Director: Christopher Werner
Cover Illustration: Ken Macklin
Interior Art and Illustration: Lela Dowling
Production Coordinator: Jane Mutony
Technical Assistance and Support:
David Fox, Noah Falstein, Aric Wilmunder,
Chip Morningstar, James St. Louis,
David Levine, Ron Gilbert, Loren Carpenter,
Steve Arnold, Mary Paterno and the Epyx staff.
Special thanks to George Lucas.

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LUCASFILM GAMES

The Eidolon

TELAHIN ENTERPRISES PTE LTD
111 NORTH BRIDGE ROAD #04-40
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381656, 3397091
TELEX: RS 22813 MSC

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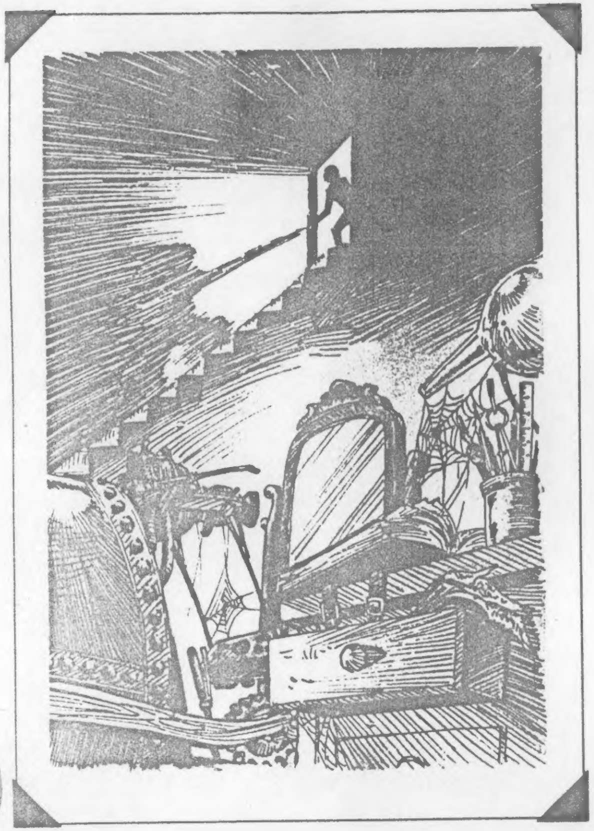

Alone at the bottom of a narrow stairway, in a deserted mansion at the edge of town, you come upon an ancient mystery—and the beginning of a strange new adventure. . . .

The Agon Mansion

More than a hundred years ago, the eccentric scientist and inventor Dr. Josef Vincent Agon lived here—a recluse who shut himself up behind the locked iron gates and the tall shuttered windows of the great Victorian mansion. In his studies of the powers of the human mind, Agon distinguished himself as one of the world's greatest scientists. But the nature of the experiments conducted in this mansion remains a mysterious secret. Was he exploring the powers of the mind . . . or the powerful and dangerous forces of the occult? Was he a genius . . . or a madman?

No one ever knew. Agon disappeared without a trace. His relatives closed the mansion, and it has remained locked and deserted.

Until now.

For tonight, walking nearby, you discover to your surprise that the iron gate stands ajar. Curious, you push the gate open and cross the front path. As you touch the brass knob, the door yawns open with the groan of rusty hinges.

At the end of the front hallway you discover a secret passageway. A mysterious glow emanates from below—a pale, haunting light that draws you, almost against your will. Step by step you descend the long, narrow stairs, where no one has ventured in over a hundred years. . . .

Dr. Agon's laboratory!

Among the dusty equipment stands a mirror, aglow with pale light. A fantastic machine faces the mirror, a device that looks as if it may have been designed for travel—but what kind of travel? The ornate timepiece in the center of its control panel is frozen in time, both hands at twelve o'clock.

On a small writing desk nearby, you discover an old leather-bound diary. Perhaps this will explain the mysterious device. Breathless with curiosity, you begin to read the yellowed pages. . . .

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April 21, 1850

My hands still tremble with excitement as I write these words. For today I have tested "The Eidolon" – the device that represents the sum of a lifetime's research into the mystical powers of mind. Whether I have failed or triumphed I cannot say. I can only describe the strange mysteries I have seen.

Seated in the Eidolon, with the power reserve at its peak, I pressed the trigger at the side of the main operating lever. Across the room I had set up a mirror to view whatever changes might occur during the experiment. To my surprise, the mirror itself began to glow. The light grew brighter and more inviting until it seemed to envelop the room. I found myself within the light, transported by it, until suddenly I seemed to enter a mysterious landscape – a series of caverns that opened in many directions.

Strange glowing spheres of energy – some red, some blue, others green or gold – rushed past. I hardly knew whether to dodge or chase them! Then the strangest vision occurred: a statue of a troll-like creature appeared, then came to life and began to walk towards me. No sooner had this curious apparition appeared than I found myself back in the laboratory, the power reserve of the Eidolon abruptly depleted.

Have I discovered some alternate mystical world that coexists with our own? Or have I inadvertently <u>created</u> some new and frightening world by unleashing the powers of nightmare and fantasy?

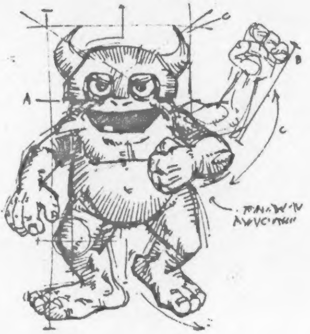
Tonight I am exhausted. But tomorrow, with the Eidolon's power reserves replenished, I shall attempt to find out.

April 22, 1850

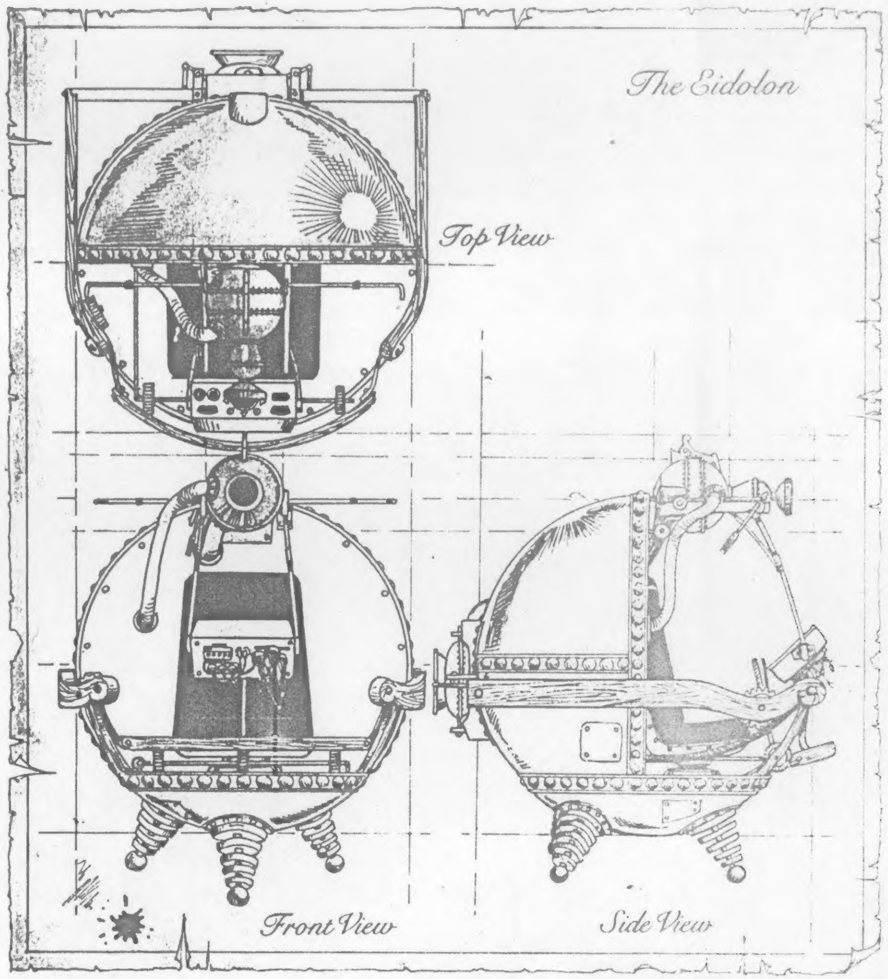
I have no explanations for the mysteries I have encountered. The Eidolon was designed to tap the limitless energies of the mind. Instead, I find myself transported into a world of vast strangeness inhabited by creatures of the most extraordinary kind. Are they simply the shadows of the mind made substantial? Or are they denizens of a world as real as our own, but made up of energies and forces of a very different nature?

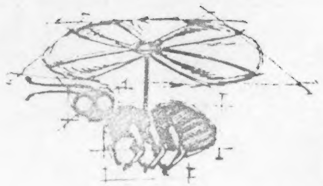
For now, I can only describe these strange inhabitants. I have attempted a few rough sketches of those I have encountered.

Most frequently have I seen these troll-like inhabitants, who seem quite content to let me pass. But I must be careful not to touch them, lest they drain the Eidolon's power reserve.



The Biter Bird is quite different. These creatures attack without provocation – although once or twice I have managed to scare them away.





This creature, the Rotofly, is less dangerous than annoying. I have found that they scare easily – all I have to do is approach one and it gets out of the way. But no sooner do I turn around than I find it behind me, still whirring and hovering.

These various inhabitants appear to be attracted to the power of the Eidolon. Indeed, they seem almost to feed off the Eidolon's energy. Thus, if one touches the device, the power is depleted and I am transported back to my laboratory.

May 1, 1850

I have begun to investigate the strange physical nature of the spheres of energy. Their colors appear to indicate something of the type and level of their energy.

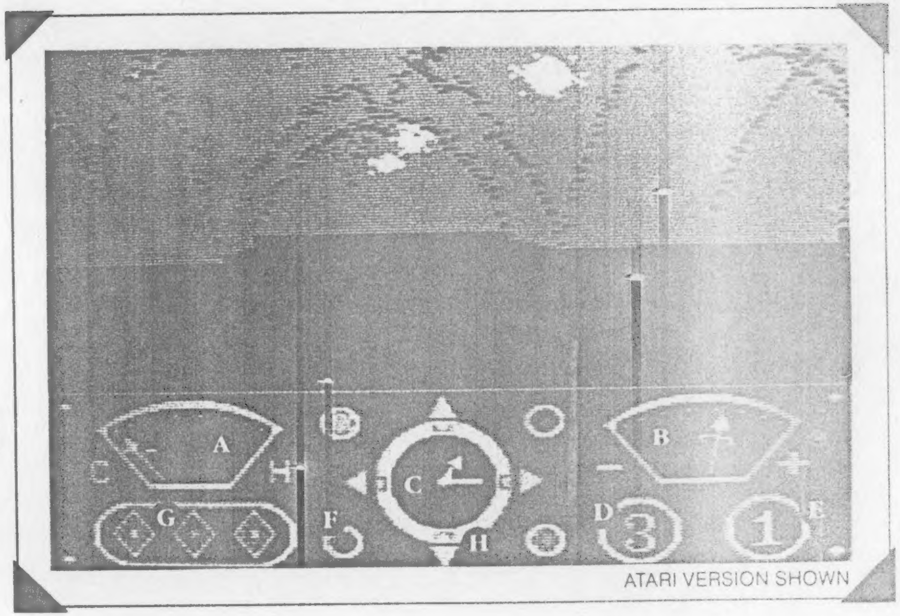
RED: The red fireballs are the most destructive. When a red fireball strikes the Eidolon, its destructive energy drains the device's power reserves. When I launch a red fireball at one of the underground inhabitants, the creature is thrown backwards by the impact, its powers weakened. The effect is only temporary, however, for the creature soon recovers and attacks with renewed vigor.

GOLD: Gold fireballs, rather than endangering the Eidolon, actually recharge its power reserve. I have encountered them at irregular intervals throughout the caves – fireballs the same color as the Eidolon, suspended in the air. To tap their energy, I must simply approach and collect them.

BLUE: These fireballs have the astounding power to alter the flow of time. When I have managed to catch one, the Eidolon's clock suddenly lights up with blue energy, and I gain time to explore the caves. The Eidolon itself can also generate blue fireballs, which have an even more amazing effect. Creatures struck by a blue fireball immediately freeze in their tracks. The effect lasts only a short time – although long enough, perhaps, to deal with troublesome creatures.

GREEN: Green fireballs have the most extraordinary power to transform one creature into another. When an inhabitant of the caverns is struck by a green fireball, it instantly changes into a creature of a different shape! There is no way to know whether the new creature will be more or less dangerous than the one before.

Although the Eidolon is capable of generating fireballs exactly like those that course through the caverns, the process quickly drains the device's power reserves. But I have learned that I can target and capture the energy of the fireballs – with the exception of the destructive red fireballs, to be sure – and thereby recharge the Eidolon's power reserve.



ATARI VERSION SHOWN

A Proximity Meter
Shows how close you are to the dragon.

B Energy Meter
Shows your energy reserve.

C Time Clock
Shows remaining time in fractions of a minute.

D Time Counter
Shows whole minutes left.

E Level Counter
Shows which level you are on.

F Fireball Indicators
Shows which colors are available; flashing indicator shows which color is selected.

G Power Jewels
Indicators glow when jewels have been collected.

H Direction Indicator
Shows which direction you are facing.

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May 14, 1850

Today, I encountered a creature I have never seen before. When I directed a red fireball at this guardian of the caverns, the creature disappeared – and in its place, a mysterious glowing jewel of energy appeared. I collected the jewel and stored it in the Eidolon. Exactly what it is or how it functions I don't yet know.

The Dragon

May 21, 1850

There are mysteries within mysteries in the world I have discovered. Having reached the end of the cavern, I came upon a stone statue of a dragon. The statue was protected by a mystical barrier of energy, shimmering red. All my attempts to breach the barrier so far have failed….

May 25, 1850

I have discovered a way to capture red fireballs! Launching a red fireball at another causes their energies to combine to form a gold fireball which is then safe to capture. In general, fireballs of equal energy will combine, but higher energies always absorb lower energies.

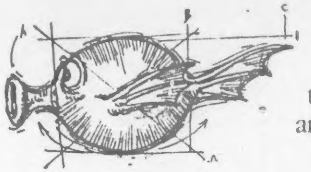
One by one I have gathered up the mysterious glowing jewels of energy, until I now possess three of them—red, green, and blue. Today, as I approached the statue of the dragon at the end of the cavern, I tried ramming the barrier. Suddenly it glowed red, my red jewel vanished, and the barrier of mystical energy dissolved! The dragon was awakened. In a moment its furious attack depleted the energy reserves of the Eidolon, and I found myself back in the laboratory.

Tomorrow I shall confront the dragon again….

May 27, 1850

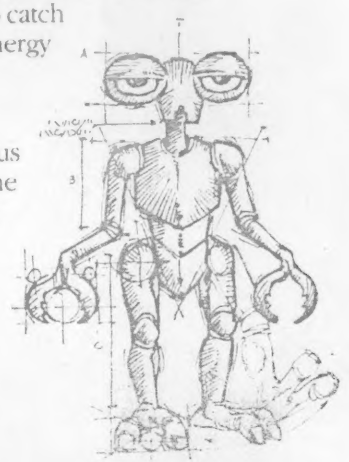
Again I faced the dragon. With all the energy I had left, I attempted to subdue the writhing creature with fireballs. I tried every combination of red, green, blue, and gold. Suddenly, the energy from one of the spheres I fired overwhelmed the creature.

In that instant I experienced a great surge of energy, not unlike the flash of light that occurs each time I enter the mystical realm, and I was transported into another level. Before me stretched caverns even more twisted and maze-like than before, with fireballs even more numerous than before, and strange new creatures. I shall attempt to describe them.

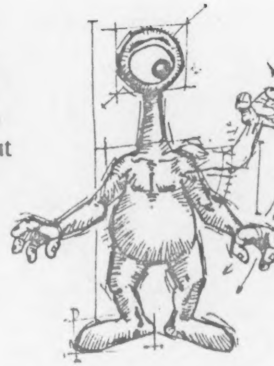


These odd inhabitants, which I call Puffer Birds, have the ability to catch the glowing spheres of energy and blow them back.

This is a Grep. The Grep is extraordinarily curious and alert. It is best to remain perfectly still when one approaches, for they frighten quite easily, and they can be very unpredictable.



This odd apparition, which I call the Bottleneck, is one of the more dangerous guardians of the underground caverns. There are ways to maneuver the Eidolon around a Bottleneck, but it isn't always easy.



June 2, 1850

It has been more than five weeks since I first tested the Eidolon.

The mystical world is composed of many levels, each a maze of caverns. The caverns become more twisted and complicated the deeper I go. The entrance to each level is defended by a fierce dragon. No two dragons are alike. Each has its own vulnerabilities, which I must discover in order to pass.

Each level has its own guardians as well, strange creatures that hoard the glowing jewels of energy. Only with the power of these brilliant jewels have I been able to breach the mystical barriers that protect the dragons.

So far I have counted five levels. If my suspicions are correct, there will be seven levels — seven the mystical number. Past the seventh level, who knows what awaits!

June 13, 1850

Last night, I had a strange vision — half dream, half fantasy. I imagined I had made it through the seventh level, past the final guardians. Suddenly, against an immense and limitless sky, I beheld a many-headed dragon more fearful than anything I have encountered.

With the light of morning, the vision lingers, too vivid and haunting to be dismissed.

As I face the unknown at each level, I find myself less afraid. It is as if, in confronting these fierce guardians, I am confronting my own fears. Today I intend to set out to discover once and for all the great secret so fiercely guarded by the dragons. My excitement combines with a strange sense of dread, for each time I venture into the mystical realm, I find it harder to return to the real world. Something irresistible and compellling awaits me. I have no choice but to follow, wherever it may lead....

Quick Start

Loading Instructions

Set up your computer as shown in owner's manual. Turn on your disk drive and TV. Plug joystick into first port. (**Commodore 128:** set system to Commodore 64 Mode.) Insert game diskette with the label for your computer facing up and turn on your computer. **Atari:** the program will autoload. **Commodore 64/128:** type LOAD "*",8,1 and press RETURN.

Commodore 64/128 with Epyx Fast Load™* Cartridge. Turn computer off. Insert Fast Load Cartridge into the cartridge slot and turn computer on. Hold down Commodore (⊊) key and press RUN/STOP key to load game.

1. **Begin Game.** Press the red button on the joystick or **Atari:** press START. **Commodore 64/128:** press F1.
2. **Move Through the Caverns.** Push joystick in desired direction — forward, backward, left or right.
3. **Shoot Fireballs.** First choose the color of fireball by pressing **1** Red, **2** Gold, **3** Green, or **4** Blue. To fire, press the red button on the joystick.
4. **Capture Fireballs.** Approach fireballs, centering them in the diamond-shaped cursor, and press the SPACE BAR.
5. **Collect Jewels.** Approach jewels, centering them in the diamond-shaped cursor, and press the SPACE BAR.
6. **Release Jewels.** Approach the dragon barrier. If you have the correct jewel, the barrier will dissolve; if not, the barrier will glow the color of the jewel you need.
7. **Pause and Restart Game. Pause** — Press P. **Restart** — **Atari:** While paused, press RETURN. **Commodore 64/128:** Press RESTORE.
8. **Reboot Game. Atari:** Press SYSTEM RESET.

Hints

Red fireballs are deadly! To avoid them, try to move out of their way or shoot a fireball at them to discharge their energy.

When you have defeated the guardians and collected as many of the jewels as you can before your time runs out, approach the energy barrier in front of the dragon. When you have defeated the dragon, the gate behind him will open and you may proceed to the next level.

To replenish the Eidolon's energy reserves, capture as many gold fireballs as you can.

EPYX® presents LUCASFILM GAMES™

The EIDOLON™

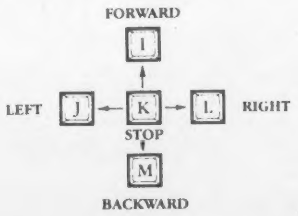
Apple[†] Reference Card

QUICK START

This special Apple Reference Card shows you how to play The Eidolon on your 64K Apple Computer System. For game play descriptions, refer to the manual.

1 **Begin game.** JOYSTICK: Press **button 1;** KEYBOARD: Press **S.**

2 **Move Through the Caverns.** JOYSTICK: Push in desired direction—forward, backward, left or right. KEYBOARD:



3 **Shoot Fireballs.** First choose the color of fireball by Pressing **1** Red, **2** Gold, **3** Green, or **4** Blue on the KEYBOARD. To fire—JOYSTICK: Press **button 1;** KEYBOARD: Press **F.**

4 **Capture Fireballs.** Approach fireballs, centering them in the diamond-shaped cursor. JOYSTICK: Press **button 2;** KEYBOARD: Press **SPACE BAR.**

5 **Collect Jewels.** Approach jewels, centering them in the diamond-shaped cursor. JOYSTICK: press **button 2;** KEYBOARD: Press **SPACE BAR.**

6 **Release Jewels:** Approach the dragon barrier. If you have the correct jewel, the barrier will dissolve, if not, the Dragon will glow the color of the jewel you need.

7 **Pause.** Press **P.** Press again to return to game.

8 **Restart Game** at Level 1. Press **P** then press **RETURN.**

9 **Reboot Game.** Apple II+ – Turn computer off and on. Apple IIe or IIc – Use **open-apple, control, RESET.**

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NORTH BRIDGE ROAD #04-
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381855, 3397
TELEX: RS 2 13 MSC